**Group 114 – Burndown Chart Documentation for Release 2**

**Sprint 3: Commentary**

**23/09/2016 – Ahmed Shoeb Talukder**

Today we finished work on our first story (AACXIV-13), which was worth 1 point. I worked with Daniel (Naughton) to implement the prioritisation code using PHP and most of the time was spent doing research on how to actually make it work, once we completed that it didn’t take very long at all. Also added story (AACXIV-17) to the completed items. It was very easy, just adding a field but it was only worth one point. I spoke to the other members and they are still waiting to start their parts.

**01/09/2016 – Harry Whittaker**

Finished the story AACXIV-26. It took me 3.5 hours but I took my time a little so that number is likely inflated a little, it was just adding some fields and tweaking the underlying php. In contrast though, story AACXIV-14 took twice that, I got stuck trying to fix the MySQL tables and I only finished it today which felt a little slow. I contacted the others and told them we might have to move one of the stories to a later sprint depending on how fast they were working.

**09/10/2016 – James Tuerlings**

Story (AACXIV-15) was finished today and we can now let people choose their customer type! So that’s good, but unfortunately we had a Skype meeting today and we don’t think we can finish the last story (AACXIV-18: Email Confirmation System) for this sprint because of other commitments that we all have, so we are going to move it to a later date which will either be the next sprint or the one after depending on how it goes. The story isn’t super required either so we are not too worried. Will have to update our plans though. James sent me the Burndown chart for this sprint and I have included it below.

Figure 1: Sprint 3 Burndown chart

Sprint 3 velocity: 8

We slowed down on this sprint so we will have to try to get more work done before release 2, it should be manageable though.

**Sprint 4: Commentary**

**16/10/2016 – Thevidu Randula**

Today both ‘AACXIV-19: Driver responsibility’ and ‘AACXIV-21: View upcoming orders’ are finished. The workload on these stories was split evenly in the team. We wanted to get these two done early so that we could catch up on what we missed last sprint. I am thinking that we will be on the right path.

**17/10/2016 – Harry Whittaker**

Completed the next story for release 2 today, Delivery Prioritisation ( 1 point). Just more code, nothing too fancy but it is good things are getting done much faster than previous sprints.

**19/10/2016 – James Tuerlings**

One of the more important stories got finished today. It was story AACXIV-22: Pickup times. This will let our driver know when the customer wants us to arrive to get the package, which is important for the client team. We started some testing too and that is going smoothly, our Skype calls have been getting more frequent as we get closer to the due date but we are very happy with progress.

**21/10/2016 – Ahmed Shoeb Talukder**

I refactored some of the code that Daniel used to make pickup times work so that I could finish delivery times. It was straightforward and only took a couple of hours to finish. This will help the website a lot I think despite being only worth 1 point. It was story AACXIV - 20. As far as I know that is the last of the stories (AACXIV – 24) for the sprint (and release). We are finished a few days early which is good.

**23/10/2016 – James Tuerlings**

After talking about it a few days ago, we decided that while we do not have time to do the email system that we were going to do in sprint 3, we do have time to do a few more 1 point storied. As such I added a way to store the client signatures using the database we already had. Now our client’s customers can store their details more easily.

**25/10/2016 – James Tuerlings**

The last story that we will finish will be AACXIV – 25, which is the order size for the driver page, it wasn’t complicated but I did have to go back through some old work and update it to incorporate the new change. Specifically needed to resize some pages to fit the extra field. With this complete we have finished the story points for Release 2 and will now work on any of the documentation that we missed along the way. Included below is the latest Burndown chart and the combined chart.

Figure 2: Burndown chart for sprint 4

**Sprint 4 velocity: 14**

Sprint 4 was almost twice as quick as sprint 3. This is a very good improvement and we are proud of what we have accomplished.

Figure 3: Burndown chart for release 2

Figure 4: Burndown chart for project

As can be seen the progress of the group closely mirrors that, and eventually surpasses that of the estimated progress. As such we are pleased with our work, our website functions well and are confident that the client team will also be pleased.

The following page contains info on our sprint velocities for the whole project.

Figure 5: Velocity for each sprint

Figure 5 tells us a few things about the way our team worked throughout the project. Firstly, we can see that as a whole, the team learned to work together much better as well as being able to manage time more efficiently. This is evidenced by the fact that the later velocities are higher than that of the first sprint. Additionally, it is apparent that the team works much harder in anticipation of a nearing deadline, as the work completed for the second sprint in each release was in both cases much higher than the first sprint. This effect is reduced in the second release, as more work was done in sprint 3 than was done in sprint 1, and the same is true for sprint 4 and sprint 2: The amount of work is much more evenly spread, although there is still room for improvement.